The Web Production

ST. PETERSBURG - RUSSIA

Tetris

User Manual

Version: 1.00

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Tetris

1. Goal

The old idea has a new representation incarnated in our game. The game is a variation of the famous Tetris. This is an excellent game to help train reaction. In the game of Tetris your objective is to align blocks accordingly to eliminate rows at a time.

2. Procedure

Once the game has loaded, the first screen you see is a higscore list and the explanation of the game rules. Two buttons **Play** and **Exit** are placed under the explanation. See figure 1.

Figure 1

Once **Start** is clicked, the screen, divided into three sections, appears. They are: the game area, the higscore list, and indicators. The game tracks your current level, your score, and displays the next block coming as well as how many lines you have eliminated so far. The game is dedicated to Easter; which is seen in its colourful Easter design. See Figure 2.

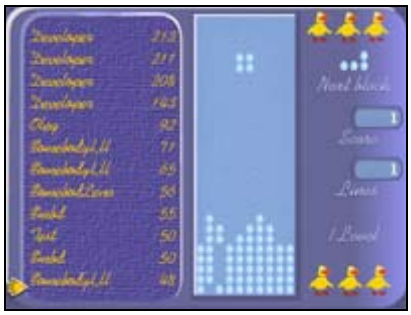

Figure 2

The blocks are made of eggs, fall from the top of the playing area. As they fall you can rotate them, move then horizontally, and make them drop faster. Since

the game is made for younger children the speed of falling blocks is fairly low. When the eggs form the solid row across the playing area, the eggs hatch, and newly born chicks run away, the row vanishes. For each vanished row you get 1point. See figure 3.

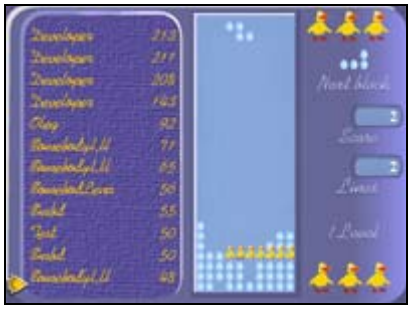

Figure 3

You can manipulate the block only when it is falling. Try to make as many rows disappear as you can, and continue playing as long as possible. The game ends when the stacked pieces reach the top of the playing area. See Figure 4.

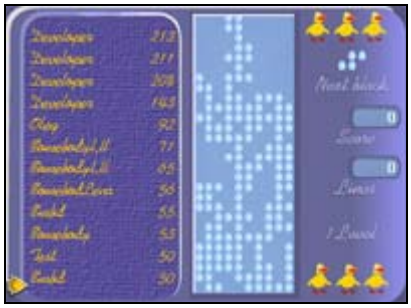

Figure 4

If your final score is higher than the lowest registered in the highscore list, you will be offered to enter your name into the popped-up window. The score will be automatically added to the best results.

If the lowest result in the list is higher than yours, you will be transferred to the beginning of the game, where you choose, whether to play the game once again (the **Start** button) or to exit it.

Figure 4

3. Control

←	↑	→	↓
to move blocks left	to rotate blocks	to move blocks right	to drop blocks into place

4. Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	Highscore function
Tetris	Flash	460	412/313	16 bit	yes	no

5. Contact

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